



BEEBOT DRAWS THE FLAGS (game with ICT)

Video of the game <https://youtu.be/NRotcMN-Yow>

Aims and Learning Outcomes

- Child knows the flags of different countries
- Child describes his/her activities
- Child cooperates with his/her companions
- Child uses technology to solve the task
- Child programs the movement of the robot with directional commands
- Child knows how to use a ruler
- Child knows the colors

Time: 45 minutes

You need: Beebot / BlueBot, Drawing aid for the Beebot, felt, A3 paper, ruler, crayons

TEACHING-LEARNING PROCESS

Preparation - children are divided into 2-3 groups

1. Teacher shows the flags of different countries. Children have to name the country and the colours of the flag. Each group selects one flag.
2. Teacher asks what shape the flag is and what do we need to draw the flag with the Beebot. Drawing aid is attached to the Beebot.
3. Teacher asks - how do we find out which commands we need to give to the Beebot so we can draw a rectangle. Kids draw first line with Beebot on the paper and discuss the next step together. (the bee has to do 2 steps)
4. Teacher helps children to divide tasks so everyone can take part of the drawing.
5. Teacher reminds children to clear Beebots memory before next step. Children have to move Beebot back to the starting point.
6. Children decide how many steps Beebot has to take to draw a rectangle, not a square(1 step).
7. Children continue drawing until the sides of the flag are ready. Children have to make sure Beebot moves straight (angles have to be 90 degrees). Children need to use a ruler to correct the lines.
8. When the rectangle is ready, each group decides if they can finish the flag using the Beebot or they have to draw it by hand(symbols ect).
9. Children colour and cut out the flags together.

Concept Learning: colors, shapes, countries, counting, collaboration